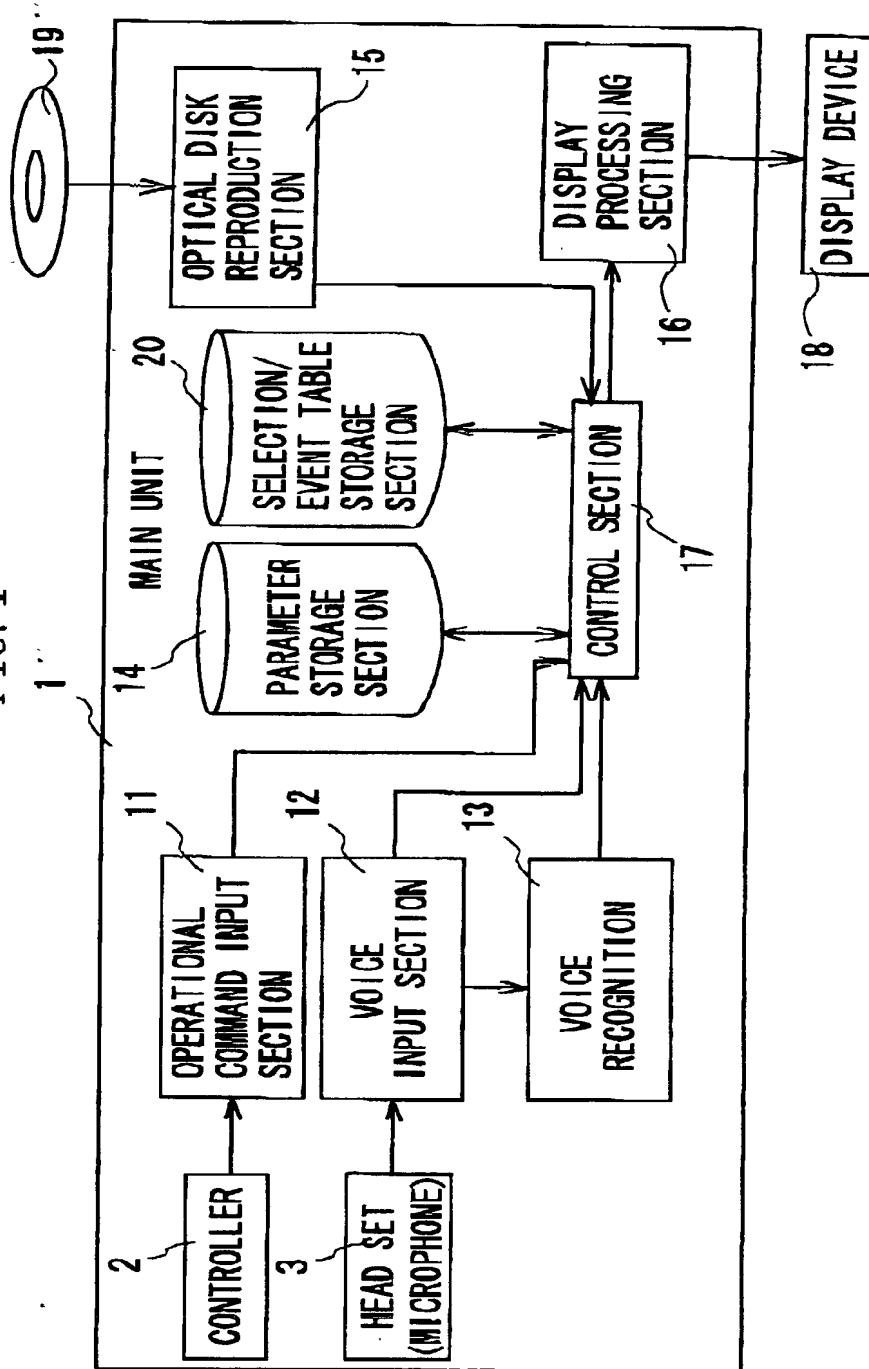


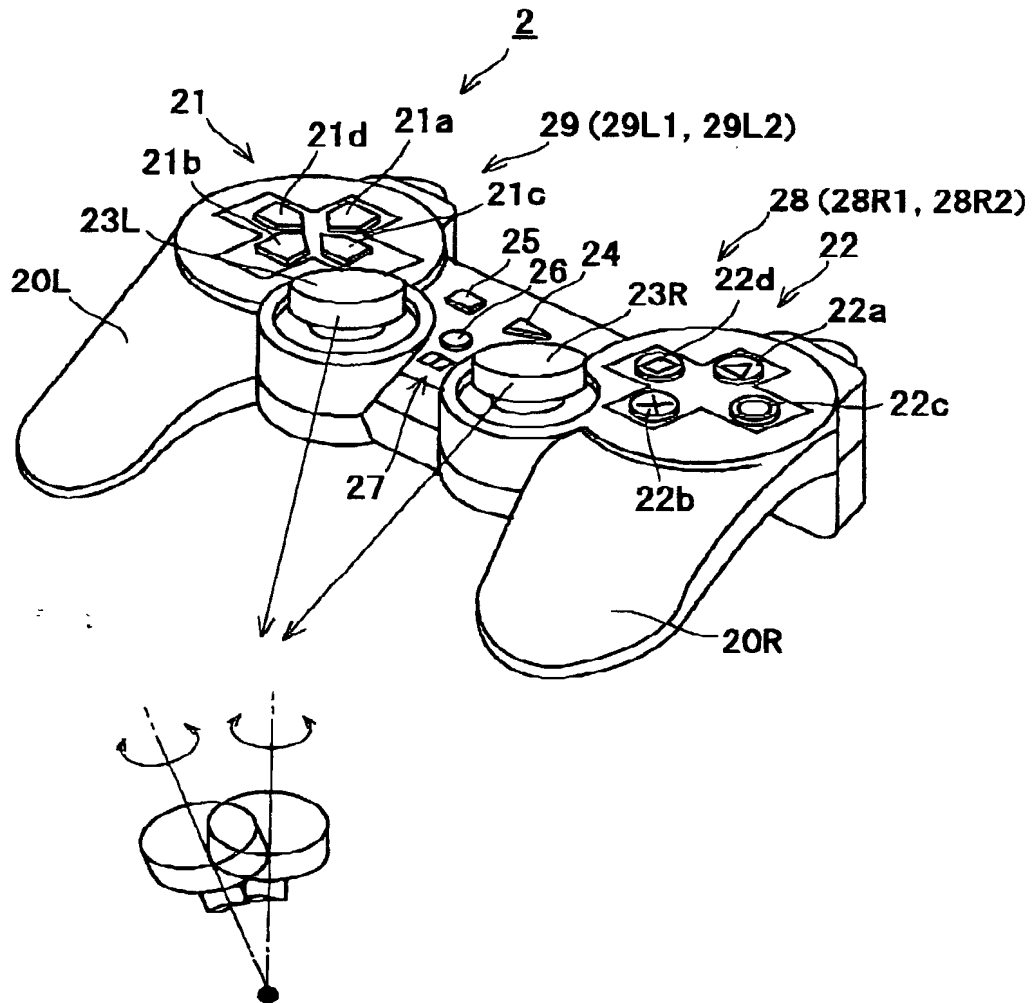
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FIG. 1



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FIG. 2



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FIG. 3

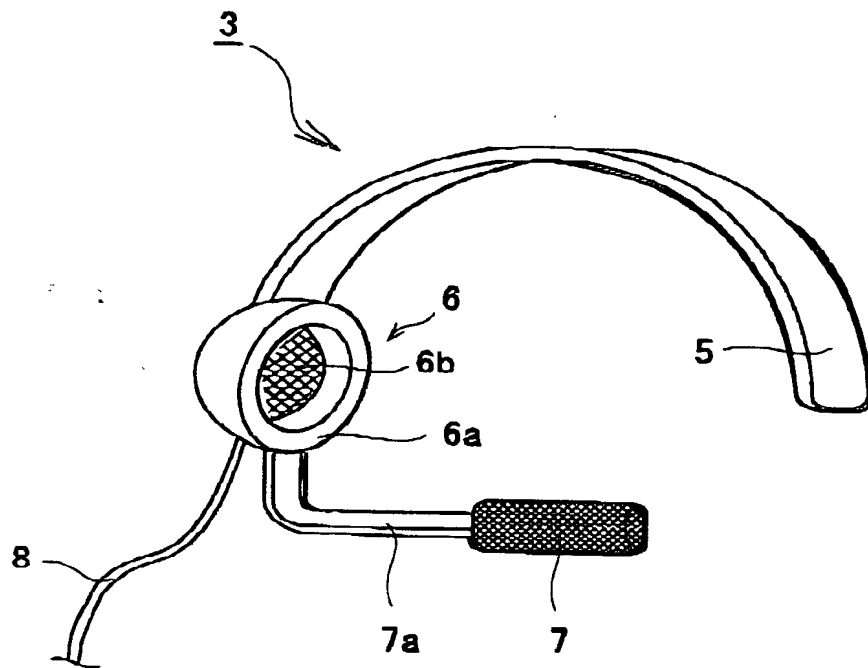
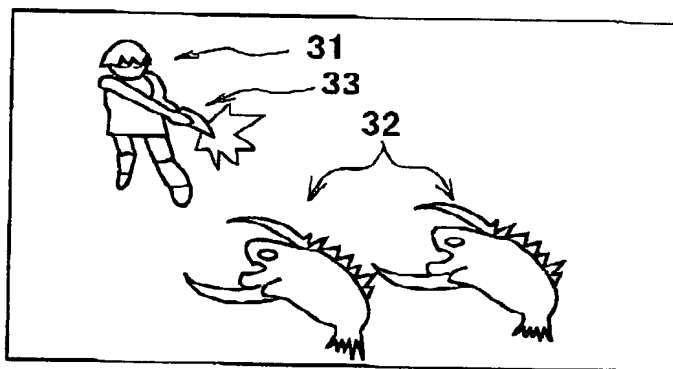


FIG. 4



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FIG. 5

	PARAMETERS FOR LEADING CHARACTER	VALUE
0	LIFE	0-255
1	MENTAL POWER	%
2	APPARENT FEARFULNESS	%
3	SKILL LEVEL	%
4	ACCURACY LEVEL	%
5	RESIDUAL NUMBER OF BULLETS	%
6	ENEMY SEARCH ABILITY	%
7	ATTACK RANGE	MAYA
8	FIELD OF VIEW(FORWARD VIEW)	MAYA
9	SPEED	16 STEPS (0-15)
10	TERROR	%
11	OFFENSIVE POWER	0-255
12	DEFENSIVE POWER	0-255
13	CONTINUOUS SHOOTING ABILITY	FRAME
14	DAMAGE COUNTER	0-255
15	CONSUMPTION LEVEL OF MAGAZINE	%
16	FIELD OF VIEW(ANGLE)	MAYA
17	FIELD OF VIEW(SENSE)	MAYA
18	SHORT-DISTANCE OFFENSIVE POWER	%
19	MIDDLE-DISTANCE OFFENSIVE POWER	%
20	LONG-DISTANCE OFFENSIVE POWER	%
21	DODGE SKILL FROM SHORT-DISTANCE ATTACK	%
22	DODGE SKILL FROM MIDDLE-DISTANCE ATTACK	%
23	DODGE SKILL FROM LONG-DISTANCE ATTACK	%
24	ENDURANCE POWER AGAINST SHORT-DISTANCE ATTACK	%
25	ENDURANCE POWER AGAINST MIDDLE-DISTANCE ATTACK	%
26	ENDURANCE POWER AGAINST LONG-DISTANCE ATTACK	%

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FIG. 6

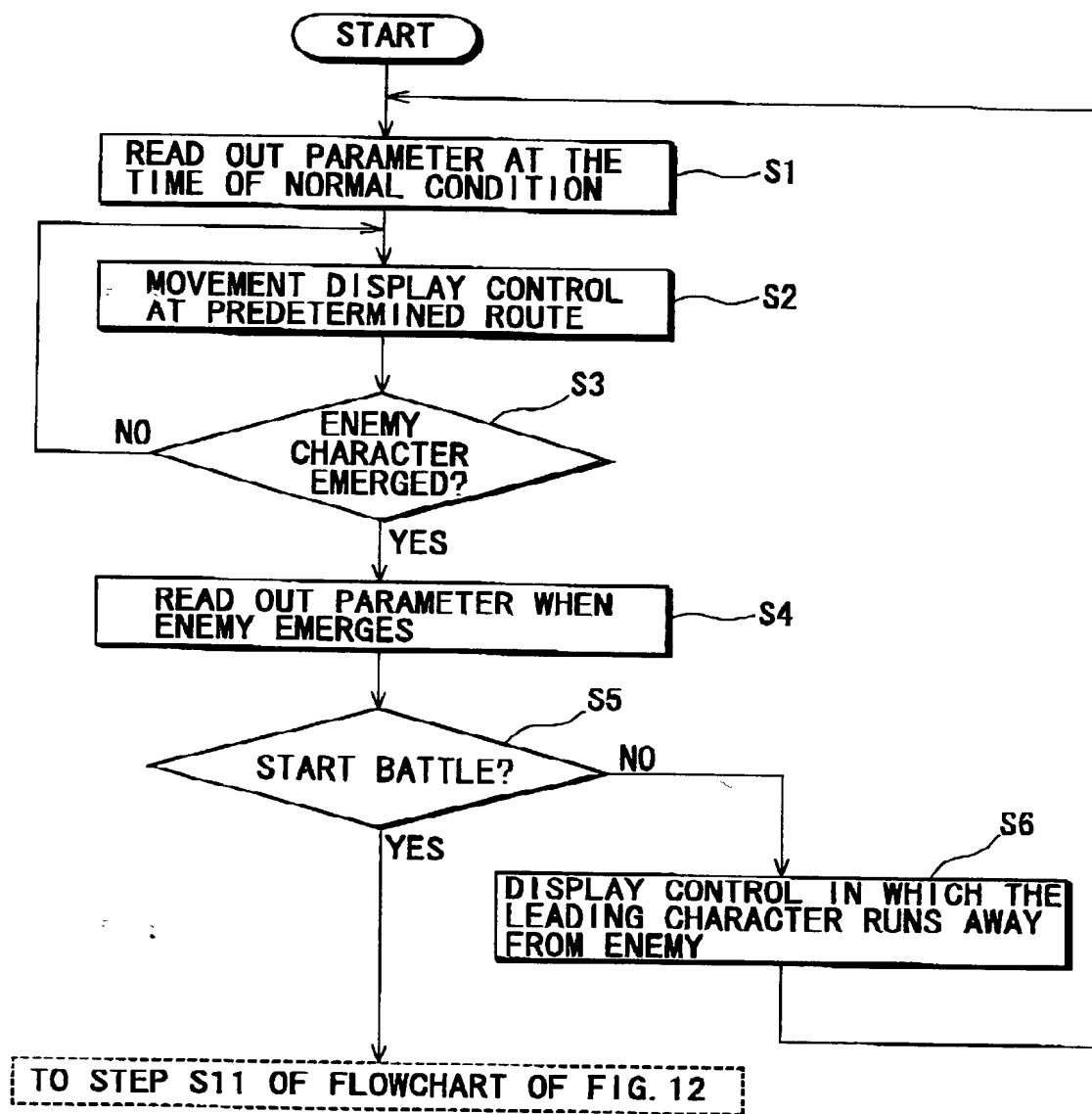
PARAMETERS FOR ENEMIES		VALUE
0	LIFE	0-255
1	MENTAL POWER	%
2	APPARENT FEARFULNESS	%
3	SKILL LEVEL	%
4	ACCURACY LEVEL	%
5	RESIDUAL NUMBER OF BULLETS	%
6	ENEMY SEARCH ABILITY	%
7	ATTACK RANGE	MAYA
8	FIELD OF VIEW (FORWARD VIEW)	MAYA
9	SPEED	16 STEPS
10	TERROR	(0-15)
11	OFFENSIVE POWER	%
12	DEFENSIVE POWER	0-255
13	CONTINUOUS SHOOTING ABILITY	0-255
14	DAMAGE COUNTER	FRAME
15	CONSUMPTION LEVEL OF MAGAZINE	0-255
16	FIELD OF VIEW (ANGLE)	%
17	FIELD OF VIEW (SENSE)	MAYA
18	SHORT-DISTANCE OFFENSIVE POWER	MAYA
19	MIDDLE-DISTANCE OFFENSIVE POWER	%
20	LONG-DISTANCE OFFENSIVE POWER	%
21	DODGE SKILL FROM SHORT-DISTANCE ATTACK	%
22	DODGE SKILL FROM MIDDLE-DISTANCE ATTACK	%
23	DODGE SKILL FROM LONG-DISTANCE ATTACK	%
24	ENDURANCE POWER AGAINST SHORT-DISTANCE ATTACK	%
25	ENDURANCE POWER AGAINST MIDDLE-DISTANCE ATTACK	%
26	ENDURANCE POWER AGAINST LONG-DISTANCE ATTACK	%
27	STROKE ENDURANCE	%
28	FIRE ENDURANCE	%
29	WATER ENDURANCE	%
30	ACID ENDURANCE	%
31	THUNDER ENDURANCE	%
32	WEAK POINT ID	%
33	PURSuing ABILITY (PERSISTENCY)	%
34	CRITICAL ENDURANCE	%

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FIG. 7

	PARAMETERS FOR ARMS	VALUE
0	RANGE	M
1	WEIGHT(SIZE)	KG
2	OFFENSIVE POWER	0-255
3	CONTINUOUS SHOOTING SPEED	FRAME
4	NUMBER OF LOADING	0-1023
5	FIELD OF VIEW(FORWARD VIEW)	M
6	FIELD OF VIEW(ANGLE)	M
7	FIELD OF VIEW(SENSE)	M
8	BULLET LOADING TIME	FRAME
9	ATTACK RANGE	
10	ACCURACY	%
11	SHORT-DISTANCE OFFENSIVE POWER	%
12	MIDDLE-DISTANCE OFFENSIVE POWER	%
13	LONG-DISTANCE OFFENSIVE POWER	%
14	DODGE SKILL FROM SHORT-DISTANCE ATTACK	%
15	DODGE SKILL FROM MIDDLE-DISTANCE ATTACK	%
16	DODGE SKILL FROM LONG-DISTANCE ATTACK	%
17	ENDURANCE POWER AGAINST SHORT-DISTANCE ATTACK	%
18	ENDURANCE POWER AGAINST MIDDLE-DISTANCE ATTACK	%
19	ENDURANCE POWER AGAINST LONG-DISTANCE ATTACK	%

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FIG. 8



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FIG. 9

	RANGE	CONSTANT	
MENTAL POWER	0 TO 1	1	WEAK \leftrightarrow STRONG
TERROR	0 TO 1	0.15	FEARLESS \leftrightarrow FEARFUL
SKILL LEVEL	0 TO 1	1	LESS \leftrightarrow MUCH

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FIG. 10

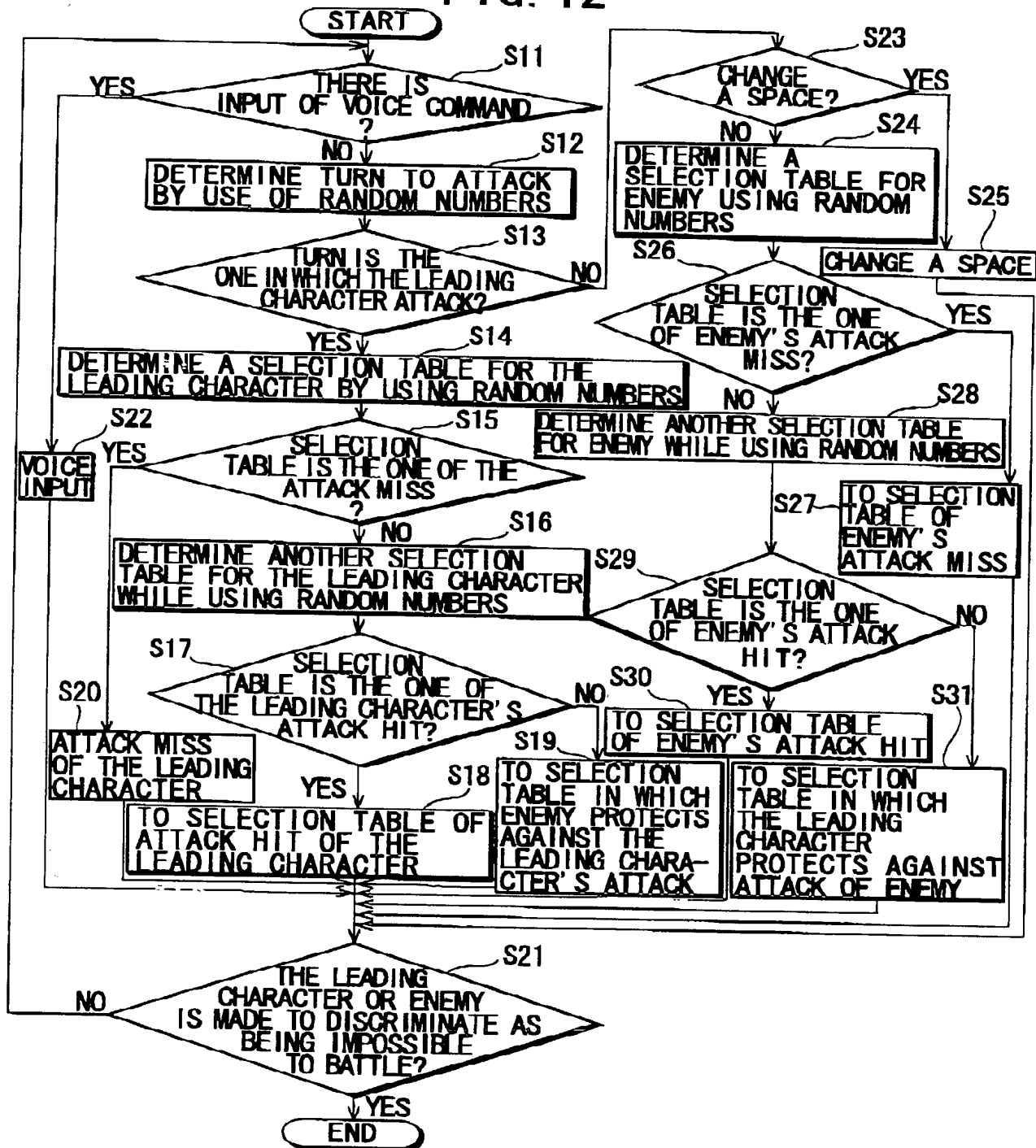
	RANGE	CONSTANT	
MENTAL POWER	0 TO 1	0.25	WEAK \leftrightarrow STRONG
APPARENT FEARFULNESS	0 TO 1	0.1	FEARLESS \leftrightarrow FEARFUL
NUMBER OF ENEMIES NEARBY	0 TO 1	0.1	LESS \leftrightarrow MUCH
DISTANCE TO ENEMY	0 TO 1	0	CLOSE \leftrightarrow DISTANT
SKILL LEVEL	0 TO 1	0.1	LESS \leftrightarrow MUCH

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FIG. 11

	RANGE	CONSTANT	
HIT RATIO OF OWN ATTACK	0 TO 1	0.7	LOW \leftrightarrow HIGH
TERROR	0 TO 1	0.5	FEARLESS \leftrightarrow FEARFUL
DISTANCE TO TARGET	0 TO 1	0.4	CLOSE \leftrightarrow DISTANT
NUMBERS OF ENEMIES NEARBY	0 TO 1	0.5	LESS \leftrightarrow MUCH
HIT RATIO OF ENEMY'S ATTACK	0 TO 1	0.8	LOW \leftrightarrow HIGH
DISTANCE TO ENEMY	0 TO 1	0.6	CLOSE \leftrightarrow DISTANT

FIG. 12



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FIG. 13

PRELIMINARY OPERATION	FIRST DISCRIMINATION	SECOND DISCRIMINATION	THIRD DISCRIMINATION
SUCCESS IN THE LEADING CHARACTER'S ATTACK			
DO-NOTHING	LOWER ATTACK	LOW ATTACK	
DO-NOTHING	FRIGHTENED	FRIGHTENED	
		LOW ATTACK	DO-NOTHING
		BLOWN OFF	KNOCKED DOWN
	LOWER ATTACK	DO-NOTHING	
	BLOWN OFF	KNOCKED DOWN	
DO-NOTHING	UPPER ATTACK	DO-NOTHING	
JUMP ATTACK	BLOWN OFF	LANDING	STANDING
DODGING THE LEADING CHARACTER'S ATTACK		DO-NOTHING	
		KNOCKED DOWN	
DO-NOTHING	LOWER ATTACK	LANDING	
DO-NOTHING	DODGE BY JUMPING	DO-NOTHING	
			STANDING
PROTECTION AGAINST THE LEADING CHARACTER'S ATTACK	LOWER ATTACK		
	DODGE TO LEFT		
	LOWER ATTACK		
	DODGE TO RIGHT		
DO-NOTHING	LOWER ATTACK		STANDING
DO-NOTHING	PROTECTION		

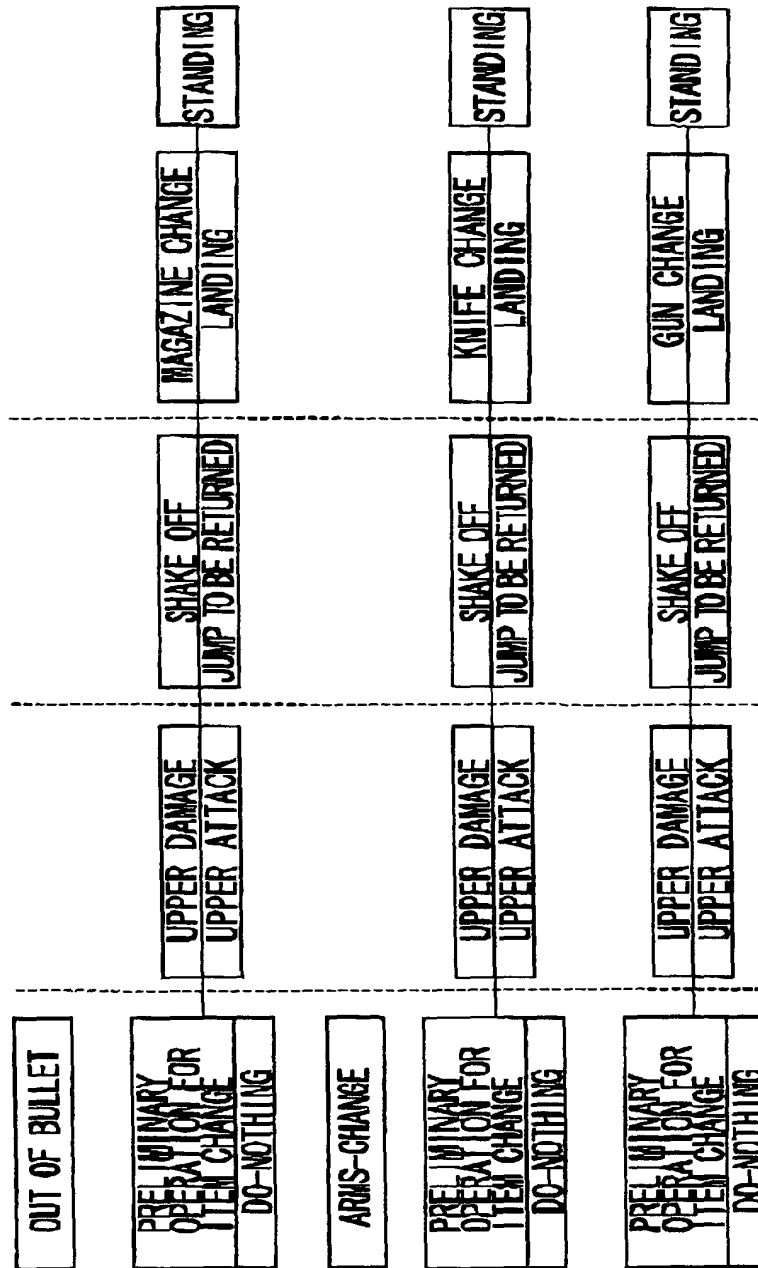
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FIG. 14

PRELIMINARY OPERATION	FIRST DISCRIMINATION	SECOND DISCRIMINATION	THIRD DISCRIMINATION
ENEMY'S ATTACK HIT			
DO-NOTHING	UPPER DAMAGE JUMP ATTACK	SHAKE OFF	DO-NOTHING
DO-NOTHING		JUMP TO BE RETURNED	LANDING
			STANDING
DODGING THE ENEMY'S ATTACK	DODGE TO LEFT JUMP ATTACK		
	DODGE TO RIGHT JUMP ATTACK	STAND UP	STANDING
		DO-NOTHING	
PROTECTION AGAINST THE ENEMY'S ATTACK	FORWARD PROTECTION JUMP ATTACK		
DO-NOTHING	FORWARD PROTECTION JUMP ATTACK	SHAKE OFF	DO-NOTHING
DO-NOTHING		JUMP TO BE RETURNED	LANDING
			STANDING

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FIG. 15



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FIG. 16

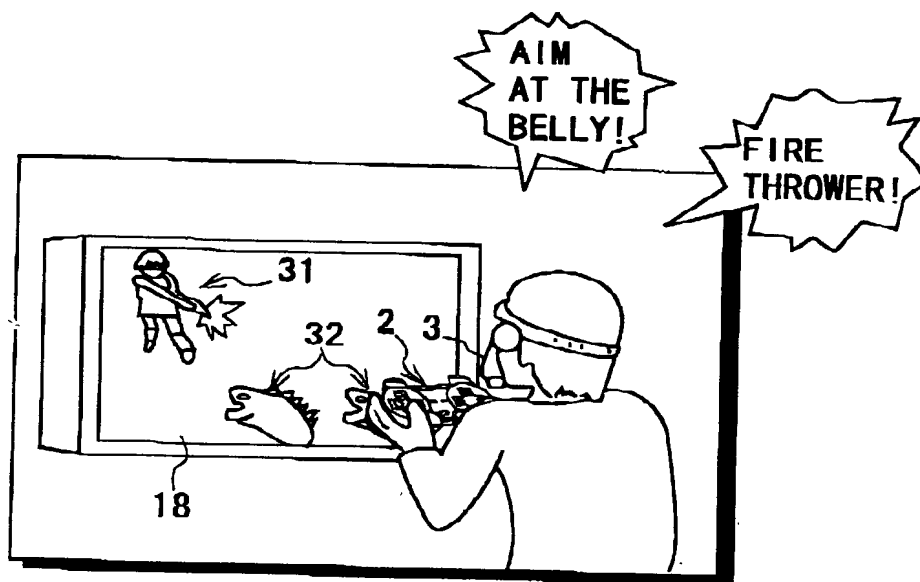


FIG. 17

